



What's New and What's Next in RG Training?

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Overview

- Recent changes in the gambling industry
- 2. The evolution of RG
- 3. Training over the years
- Sneak peak of new RG training formats
- 5. What's next?



Who We Are

The **Responsible Gambling Council** (RGC) is an independent non-profit organization dedicated to problem gambling prevention.

Our mission is to **prevent problem gambling** and reduce its impacts.

We have 35⁺ years in research and education.

360 perspective: gamblers, operators, regulators, policy makers and treatment professionals.



Who We Are

RG+ is a research and development company established by RGC.

We're **advisors** to gaming operators and regulators, delivering practical program evaluations, impactful player and stakeholder communications, and policy/strategy development.

We **provide a safety net** for operators through RG program evaluations that support development and optimization of current programs.





How is the gambling industry changing?

- New gaming platforms
- Land-based and online delivery formats
- Sports betting legalization

How do signs of PG and appropriate responses change with these new advances?



The Evolution of RG

- Clinical
- PG informed
- Single person or small team

- Focus on PG and sustainable play
- Shared responsibility
- Integrated into CSR



Emerging Research in RG

Focus on Youth

- Gambling risk and harm
- Evaluation of targeted interventions

Technology and Gambling

- New forms of gambling and new ways of playing
- For example, video game loot boxes

Disrupting RG

- Concerns with funding, validity, stigma
- Reforming RG through new approaches



Training Over the Years





Training for the Future

- Online Gambling
- Land-Based
- Sports Betting
- Lottery Retail



Training for the Future

- Simulations
- Chatbots
- Interactive Video
- Game-Based
- Storytelling
- Infographics

- Motion Graphics
- Scenario-Based
- 3D Animation
- Virtual Reality
- Augmented Reality
- Comics



Online Gambling

The Challenge:

Recognizing and responding to red flags without face to face interaction.



Online Gambling

The Opportunity:

Responding without the stress of difficult human interactions.



Online Gambling

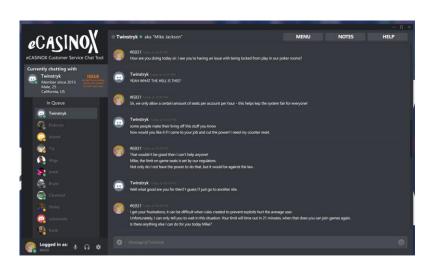
Behaviour Change:

To become more readily able to recognise red flags.

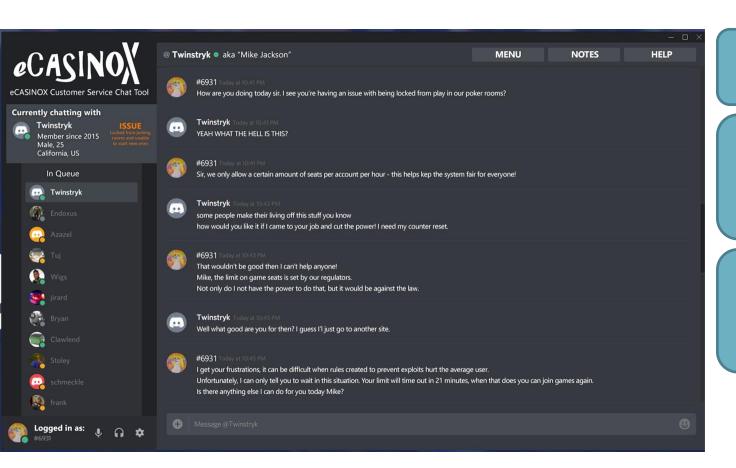


Online Gambling









Chat simulation

Series of fictional customers

Chatbot responds based on keywords





Trainees get
feedback
messages
based on their
responses

Interaction is dynamic and scenario branches



The Challenge:

Customers may have inaccurate beliefs about gambling, and aren't always willing to adjust those beliefs.



The Opportunity:

Improve the customer journey with solid information and excellent customer service.



Behaviour Change:

To demonstrate RG as part of a regular customer service offering.















Sports Betting

The Challenge:

Sports betting is old, new or emerging in many jurisdictions. Staff need to learn new game information and new RG strategies.



Sports Betting

The Opportunity:

To be creative in RG programs that address the needs of a high risk population.



Sports Betting

Behaviour Change:

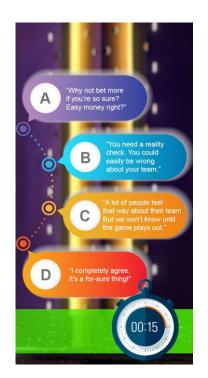
To use customer service skills to promote RG.





Sports Betting



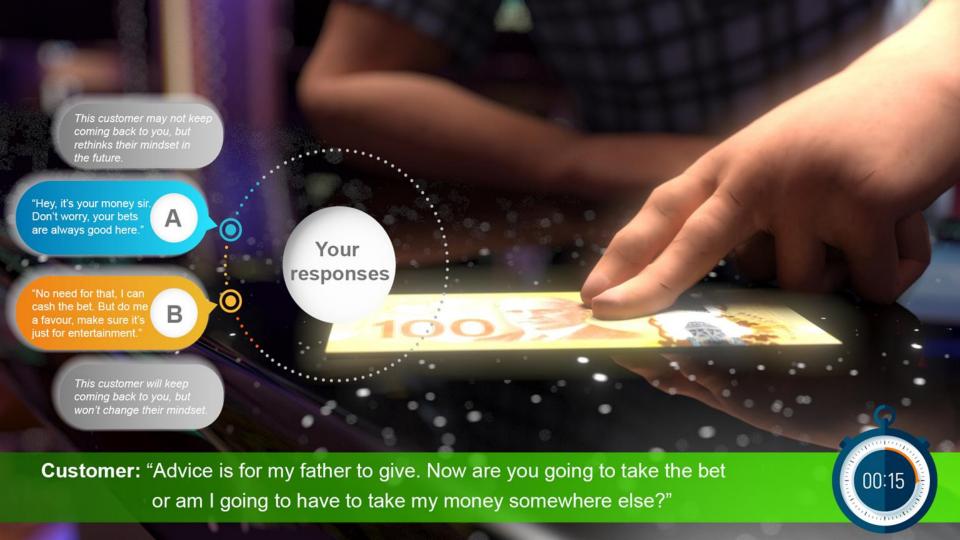












Lottery Retail

The Challenge

RG is only one small part of retailers' jobs. Most of their daily tasks and expertise don't relate to gambling.



Lottery Retail

The Opportunity

To provide retail staff with a simple, brief response to common interactions that used to be time-consuming and uncomfortable.



Lottery Retail

Behaviour Change:

Recognizing the signs of excessive play.





Lottery Retail

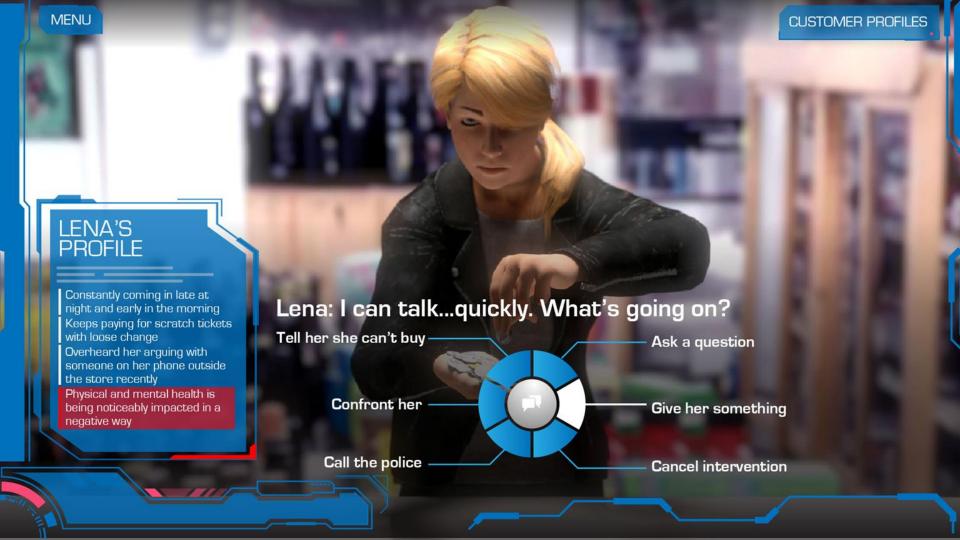


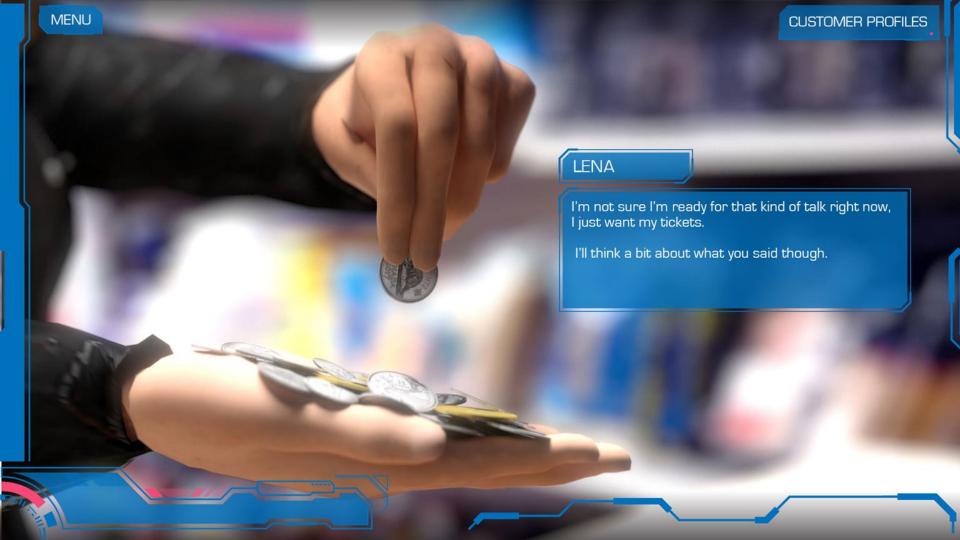
















Thank you!

Questions?
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